

Flyghty 2 Help

Brothers John

2016 June

Title Window

Flyghty is an easy to use 2D flight sim for most OSX Macs and MS Windows PCs. When you first open Flyghty 2, the Title Window appears with several prominent buttons.

From left-to-right the buttons select:

Screen – sets full screen resolution once you press PLAY (larger usually better). Make sure instrument dials look round. If you have a screen resolution above 2000 pixels wide, not all available choices look good. When you find one you like, choose SAVE when quitting.

Controls – modify keyboard or mouse sensitivity vs. normal system settings. 50% or 75% for mouse recommended.

Design -- start with Default airplane design (1930/40s). Modify the body/wing colors to suit.

Later adjust the engine power, body length, wing(s) areas, horizontal tail and elevator size.

Design changes affect lift, thrust, weight and drag of plane. Bi-planes (two main wings) are typically more maneuverable but slower. Clicking Random gives you great variety, but also some very poor flyers.

Choices – select mountain peak heights, wave heights, wind strengths and scoring.

PAY – sends you to the NostWare site to 'Pay what you want' for Flyghty (or SteamTRAIN).

QUIT – when it's time to quit Flyghty you will be asked if you want to SAVE results first.

PLAY – whenever ready, PLAY switches on the full-screen Flight Simulator. Pressing Esc or Q returns to the Title Window for changes, quitting game plus optionally Saving your high score, plane design and other selections.

PLAY

Initially, Flyghty switches to full-screen with an overlay of Controls. A printable version of Flyghty Controls can be downloaded at the site NostWare.com for easy reference.

Many of the keyboard controls are toggles -- press to turn on, press again to turn off:

- O Options where you choose Civilian, Military, or Missions via Arrows & Enter
- C Controls definition quick list
- G landing Gear extends or retracts
- H tail Hook extends or retracts for carrier landings

B wheel Brakes applied or released
W random head or tail Winds with downdrafts
T engine Turbo power (limited time)
SPC fire gun in Military or Missions
D Drop torpedo during Missions
U Up-down roll to fly east or west after half-loop
V Visual aids to see off-screen enemy planes or balloons direction and size
P Pause for break, zooming, and viewing Lives remaining for each plane
(25 to 0)

O recover using O again to select options plus <return>

Other controls are in pairs, one to increase and one to decrease:

PgUp and PgDn - zoom in and out your plane and surroundings

Comma and Period - scroll your plane left, center or right on the screen

F and R - extend Flaps or Retract at 10, 20 or 30 degrees

UpArrow and DnArrow - change elevator angles to dive or climb.

(Mouse vertical or laptop track pad may be preferable for natural control)

RtArrow and LfArrow - opens or closes throttle

(Mouse wheel or track pad vertical scroll adjust throttle also)

Note: Using Arrow keys only can be a challenge for the elevators, but fine for the throttle.

A basic wheel mouse or laptop track pad are usually *preferred* for flying.
Experimenting?

A USB joystick can be plugged into your computer prior to launching Flyghty.

In full-screen PLAY mode, press O for Options if not already displayed. Use arrow keys (not the mouse) to select a choice and press Enter.

CIVILIAN RUNWAY TAKE OFF

Start with Civilian Runway Take Off. Your plane is sitting at the end of the runway. Check your instruments. The left Elevator dial should be near zero - perhaps 5 deg positive - while the Altimeter dial (feet) shows near zero (sea level). The center screen gives you a distant view of your plane relative to surrounding hills, oceans and other objects. To the right are dials for Air Speed (knots) which should be zero (unless wind W is blowing) and engine Throttle, also zero. Ready? Rev your engine to full Throttle. Release the wheel brakes B. (for convenience, brakes auto-release above 95% throttle). You will soon be hurtling down the runway at accelerating speed. Raise the Elevator to 10 or 20 deg when you near the end of the runway and use it to control altitude. Raise your Gear G and reduce the Throttle (avoid gas guzzling and gear stress penalties). Press O for next Option plus Enter.

CIVILIAN RUNWAY LANDING

When you choose this option, most of the setup work has been done for you. The landing gear (undercarriage) is down, flaps have been set at 20 deg and the throttle setting reduced. The object is to use the elevator, throttle, and perhaps flap settings to fly just above the red glide slope line. Once you have cleared the end of the runway, kill the throttle and gently touch down. Use brakes, flaps or elevator to add drag as required until you stop.

CIVILIAN LANDING - NO FLAPS

Sooner you can get the wheels on the runway the sooner the brakes can slow you down. Approach very slowly, then kill the throttle and maximize drag any way you can. Any tail wind and you'll be lucky to stop on the runway.

CIVILIAN LANDING - NO WHEELS

This ends in a tricky wheels-up or belly landing. Good thing you've still got the flaps if you come in too fast. Survival chances better on smooth runway than lumpy dirt. May lose flaps or propeller. No crash is goal.

CIVILIAN ENGINE OUT - GLIDE

Drop the nose to gain speed but don't lose height too early. You can always come in more steeply at the end. Gear down, and late flaps adds some drag. Brakes still work.

CIVILIAN ATOLL TAKE OFF - WINDY

While peering through the fog for my plane the headwind blew me down the beach into the sea, just managed to power out, blowing pretty bubbles out of the exhaust.

CIVILIAN ATOLL LANDING - WINDY

Got to watch out for variable winds with down drafts and try to see where you are through the fog.

CIVILIAN STALL RECOVERY

It may seem more natural to take the shortest quarter-turn route to level flight but three-quarters of a turn the other way is worth trying. May help to cut the throttle trying to hold you in the air nose up until you need power to pull you horizontally.

CIVILIAN DIVE FROM 30K FT

There are a number of ways to do this.

Task 1 - Try the quick way down with a vertical dive and watch your elevators as

the airspeed heads thru' yellow towards the red. Happy landings!

Task 2 - Glide with no throttle and flaps set. This could take forever and you'll probably land on the atoll second time round the world.

Task 3 - Dive at an angle which keeps your speed out of the yellow, level to lose a little speed then dive forward onto your back and glide back the other way etc etc and finally position yourself for a smooth landing on the runway or atoll.

Task 4 - This is utterly pointless but needs real Red Baron skills. Make your plane as large as possible. Cut the throttle. Balance on your tail all the way down. It's as hard as riding a bike backwards but it can be done and has been done. It'll cost you 80 points but worth every one for the bragging rights.

MILITARY RUNWAY TAKE OFF

Ooops! you're no longer alone, and hey, they've got guns but so have you.

Problem - to take off before they arrive and climb and loop over behind them OR wait till it's safe when they've gone past then struggle to catch up with them to shoot them down. Each plane is allowed 25 hits before being shot down. Each pilot starts with 25 'lives' which count down when hit. Press P for Pause to check remaining lives of each viewable plane. For most Military and Missions, your plane's lives also display lower right between gauges. Watch out if enemy planes lead you out to sea over their two battleships. You might want to climb out of range (1000 feet). The carrier is yours. During gunnery, using Visual Aids is highly recommended. The blue line from your plane points to the direction of your bullets and the approximate range. The red lines show the direction of each enemy plane - even if off-screen. The red circle indicates the approximate distance of each off-screen enemy plane. Fire when your blue line intersects with an enemy plane or large red circle. Up/down strafing sometimes helps.

Listen for the difference between hits and misses. If two enemy planes are close together, you'll see a red line for each.

MILITARY CARRIER

Aircraft Carrier launches and landings provide added excitement to your flying experience. The carrier is friendly while 2 battleships are hostile enemy. This WW2 era carrier has a straight deck, not an angled deck. Being military, there might be some nuisance enemy planes flying overhead. The first option is a simple Take Off from one end. Check the wind. A strong tail-wind (arrow right) might put you in the ocean. Set throttle to max. When you near the opposite end of the deck pull the stick back to raise the elevator. An alternative launch is via the steam Catapult where 100% throttle triggers the launch. Carrier landings - even on the straight deck - can be challenging. Remember to lower the Tail Hook along with Landing Gear and Flaps. There are 4 arresting cables on the

deck that engage the hook. If you miss all 4 cables, the choices are yours...

OTHER

You should be able to cope with whatever else you meet. In a dog-fight an ace pilot might deploy a bit of flap to lose speed to avoid getting stuck in front of the enemy.

At present you have unlimited ammo but each bullet costs you 1 point. Don't be wasteful.

There are no fuel limits but 50% or less throttle earns fuel saving points.

Full 100% throttle costs gas-guzzling points after awhile, but 90% is OK.

Turbo can be used to boost engine power for limited periods like take-offs.

Once airborne, remember turn Turbo off and throttle back to 90% or less.

Torpedo Missions

To sink a battleship in Torpedo Missions, fly close to the sea and when you are close enough and below the green line, press D to drop the torpedo and climb away from the guns. You may be able to fly slowly enough to see the ship sinking as you go over it or to loop over and watch but I haven't managed this yet (depends on screen resolution). To really see what happens just crash into the battleship and wait for the torpedo.

Balloon Missions

Balloon Missions add a new twist to defending your land runway and aircraft carrier from aerial bombardment. Enemy balloons bombs are launched from one or both enemy battleships. Use Visual Aids (V) to sense the direction and size of approaching balloons. Your gun range is limited to the blue line from the front of your plane. Fire when your gun-sight line and gray balloon direction lines overlap. An up or down strafing may help. For Balloon Missions, the lower-right yellow number represents the number of balloon-bombs remaining. You must pop all 8 balloons and land safely anywhere to be successful. Being late may mean your carrier or runway get destroyed.

Detailed Mission statements have been added to the right when scrolling the mission list. Bonus points are awarded for completing any mission.

Cheers